

Passed Feb. 25, 1839. *A supplement to an act authorizing the appointing of inspectors and wood corders, and to regulate the cording of fire wood, brought by water to the City of Baltimore, for sale, passed December session, eighteen hundred and sixteen, chapter one hundred and ninety-nine.*

Clause requiring wood to be 2 inches, repealed

Be it enacted by the General Assembly of Maryland, That so much of the fifth section of the original act, to which this is a supplement, as requires that the cord wood, shall be not less than two inches in diameter at the small end, be and the same is hereby repealed.

CHAPTER 94.

Passed Feb. 25, 1839. *An additional supplement to the original act incorporating the Town of Williamsport, in Washington County.*

Empowered in relation to fires

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That the Burgess and Commissioners of Williamsport, in Washington county, be and they are hereby clothed with full and sufficient powers to enact all such ordinances and regulations, from time to time, as they shall deem wise and proper, for the prevention and extinguishment of Fires in said town.

Restriction as to time of making levies, repealed

Sec. 2. *And be it enacted,* That so much of the first section of the additional supplement, to the original charter, passed, March the fifteenth, eighteen hundred and thirty four, as authorizes and requires the Burgess and Commissioners of said town, annually hereafter, to levy on all the taxable property in said town, in the same manner and at the same time and to be collected in the same way as other town taxes are levied and collected in said town, a sum of money not exceeding twenty-five cents on every hundred dollars worth of taxable property in said town, be and the same is hereby so amended as to give to the Burgess and Commissioners aforesaid, the power to levy the said tax, whenever in their judgment it may become necessary or expedient; *provided,* it be not levied oftener than once annually.

Only once annually